CLAIMS

What is claimed is:

[c01] A method, comprising:

storing in memory at least one of audio data and video data of an event, the video data comprising a series of picture frames;

storing at least one of the audio data and the video data in a loop buffer; and

transferring the contents of the loop buffer to the memory to provide at least one of time-delayed audio data and time-delayed video data, the time-delayed audio data and the time-delayed video data preceding the event.

[c02] A method according to claim 1, further comprising applying a set of rules to transfer the contents of the loop buffer to memory.

[c03] A method according to claim 1, further comprising transferring the contents of the loop buffer to a mass-storage device.

[c04] A method according to claim 1, further comprising transferring the contents of the loop buffer to an optical storage device.

[c05] A method according to claim 1, further comprising transferring the contents of the loop buffer to a flash memory storage device.

[c06] A method according to claim 1, further comprising communicating the contents of the loop buffer via a communications network.

[c07] A method according to claim 1, further comprising interfacing with a switch to transfer the contents of the loop buffer to the memory.

[c08] A method according to claim 1, further comprising interfacing with a vehicle controller to transfer the contents of the loop buffer to the memory.

[c09] A method according to claim 1, further comprising tagging the video data with metadata, the metadata providing a description of the contents of the loop buffer.

[c10] A method according to claim 1, further comprising interfacing with means for sensing the event.

[c11] A method, comprising:

storing in memory at least one of audio data and video data of an event, the video data comprising a series of picture frames;

storing at least one of the audio data and the video data in a loop buffer;

specifying at least one of i) multiple regions of interest within a single picture frame and ii) multiple regions of disinterest within the single picture frame; and

transferring the contents of the loop buffer to the memory, the contents of the loop buffer providing at least one of time-delayed audio data and time-delayed video data, the time-delayed audio data and the time-delayed video data preceding the event.

[c12] A method according to claim 11, further comprising transferring the contents of the loop buffer to an optical storage device.

[c13] A method according to claim 11, further comprising applying a set of rules when specifying the multiple regions of interest and the multiple regions of disinterest.

[c14] A method according to claim 11, further comprising applying a set of rules to transfer the contents of the loop buffer to the memory.

[c15] A method according to claim 11, further comprising interfacing with means for sensing the event.

[c16] A method according to claim 11, further comprising communicating the contents of the loop buffer via a communications network.

[c17] A method according to claim 11, further comprising tagging the video data with metadata, the metadata providing a description of the contents of the loop buffer.

[c18] A method, comprising:

storing in memory at least one of audio data and video data of an event, the video data comprising a series of picture frames;

storing at least one of the audio data and the video data in a loop buffer;

specifying at least one of i) multiple regions of interest within a single picture frame and ii) multiple regions of disinterest within the single picture frame;

transferring the contents of the loop buffer to the memory, the contents of the loop buffer transferred at a bitrate associated with the region of interest, the contents of the loop buffer providing at least one of time-delayed audio data and time-delayed video data, the time-delayed audio data and the time-delayed video data preceding the event in time.

[c19] A method according to claim 18, further comprising applying a set of rules to transfer the contents of the loop buffer to the memory.

[c20] A method according to claim 18, further comprising applying a set of rules to dynamically vary the bitrate of the transferred contents of the loop buffer.